

Smike (WLD) 1

CHARACTER NAME

Sorcerer 2

CLASS

2 / 2

1250 / 3000

Character Level / CR

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	8		-1		
DEX Dexterity	13		+1		
CON Constitution	18		+4		
INT Intelligence	16		+3		
WIS Wisdom	10		+0		
CHA Charisma	17		+3		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+5	+0	+4	+0	+1	+0		
REFLEX (dexterity)	+2	+0	+1	+0	+1	+0		
WILL (wisdom)	+4	+3	+0	+0	+1	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+1	+1	-1	+1	+0	+0	
RANGED attack bonus	+3	+1	+1	+1	+0	+0	
GRAPPLE attack bonus	-4	+1	-1	-4	+0	+0	

Masterwork Silver Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+0		1d4-2				
TH		10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
	+2	+0	-2	-4	-6	
Dam	1d4-2	1d4-2	1d4-2	1d4-2	1d4-2	1d4-2
Special Properties		10hp/inch and 8 hardness				

Sling		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	5 ft.
Range: 30 ft.		To Hit: +1		Damage: 1d4-1		
		50 ft.	100 ft.	150 ft.	200 ft.	250 ft.
TH	+1	-1	-3	-5	-7	
Dam	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1
		300 ft.	350 ft.	400 ft.	450 ft.	500 ft.
TH	-9	-11	-13	-15	-17	
Dam	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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Rik

PLAYER NAME

Gnome

RACE

Small / 5 ft.

SIZE / FACE

3' 2"

HEIGHT

49

AGE

Male

GENDER

None

DEITY

REGION

Chaotic Neutral

ALIGNMENT

Low-light

VISION

WOUNDS/CURRENT HP		SUBDUAL DAMAGE				DAMAGE REDUCTION			SPEED			
HP hit points	14								Walk 20 ft.			
AC armor class	12	11	12	10	0	0	1	1	0	0	0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	REFLEC-TION	DODGE	MISC

INITIATIVE modifier	+5	=	+1	+4
TOTAL		DEX MODIFIER	MISC MODIFIER	
BASE ATTACK bonus	+1			

TOTAL SKILLPOINTS: 25		SKILLS		MAX RANKS: 5/2.5	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MISC MODIFIER
✓ Appraise		INT	3	=	3
✓ Balance		DEX	1	=	1
✓ Bluff		CHA	8	=	3 + 5
✓ Climb		STR	-1	=	-1
✓ Concentration		CON	9	=	4 + 5
✓ Craft (Untrained)		INT	3	=	3
✓ Diplomacy		CHA	5	=	3 + 2
✓ Disguise		CHA	3	=	3
Disguise (Act in character)		CHA	5	=	3 + [1] + 1
✓ Escape Artist		DEX	1	=	1
✓ Forgery		INT	3	=	3
✓ Gather Information		CHA	3	=	3
✓ Heal		WIS	0	=	0
✓ Hide		DEX	7	=	1 + 2 + 4
✓ Intimidate		CHA	5	=	3 + 2
✓ Jump		STR	-7	=	-1 + -6
✓ Listen		WIS	4	=	0 + 2 + 2
✓ Move Silently		DEX	1	=	1
✓ Ride		DEX	1	=	1
✓ Search		INT	3	=	3
✓ Sense Motive		WIS	0	=	0
Spellcraft		INT	8	=	3 + 5
✓ Spot		WIS	1	=	0 + 1
✓ Survival		WIS	0	=	0
✓ Swim		STR	-1	=	-1
✓ Use Rope		DEX	1	=	1
			=	+	+
			=	+	+

✓/: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack	Carried	1	2.0	2.0	
11.2 lbs., 1 Alexandrite, 1 Jade, 1 Inkpen, 1 Ink (1 Oz. Vial), 1 Flint and Steel, 1 Violet Garnet, 10 Coin (Platinum), 1 Aquamarine, 1 Bedroll, 1 Amethyst, 1 Chalk (1 piece), 1 Waterskin (Filled), 1 Golden Yellow Topaz, 1 Deep Blue Spinel, 1 Spell Component Pouch, 1 Black Pearl, 1 Magnifying Glass, 1 Parchment (Sheet)					
Bedroll	Backpack	1	5.0	0.1	
Chalk (1 piece)	Backpack	1	0.0	0.01	
Flint and Steel	Backpack	1	0.0	1.0	
Ink (1 Oz. Vial)	Backpack	1	0.0	8.0	
Inkpen	Backpack	1	0.0	0.1	
Magnifying Glass	Backpack	1	0.0	100.0	
a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed.					
Masterwork Silver Dagger	Carried	1	1.0	322.0	
10hp/inch and 8 hardness					
Outfit (Explorer's/Small)	Equipped	1	2.0	0.0	
Parchment (Sheet)	Backpack	1	0.0	0.2	
Sling	Carried	1	0.0	0.0	
0 lbs.					
Spell Component Pouch	Backpack	1	2.0	5.0	
Waterskin (Filled)	Backpack	1	4.0	1.0	
TOTAL WEIGHT CARRIED/VALUE			14.2 lbs.	439.41	gp

WEIGHT ALLOWANCE					
Light	20	Medium	40	Heavy	60
Lift over head	60	Lift off ground	120	Push / Drag	300

MONEY	
Coin (Platinum): 10[Backpack]	
1 x Alexandrite (500) [Backpack]	
1 x Aquamarine (500) [Backpack]	
1 x Violet Garnet (500) [Backpack]	
1 x Black Pearl (500) [Backpack]	
1 x Deep Blue Spinel (500) [Backpack]	
1 x Golden Yellow Topaz (500) [Backpack]	
1 x Amethyst (100) [Backpack]	
1 x Jade (100) [Backpack]	
Total = 3300.0 gp	

LANGUAGES	
Common, Dwarven, Elven, Gnome, Goblin	

Special Qualities	
+4 Dodge bonus to Armor Class against monsters of the giant type	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
+1 racial bonus on attack rolls against kobolds and goblinoids	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
+2 racial bonus on saving throws against illusions	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Speak with Animals (burrowing mammal only, duration 1 minute)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Humanoid Traits	[Wizards of the Coast - Revised (v.3.5) System Reference Document, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Low-light Vision (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
You can see 2x as far as humans in low illumination.	
Summon Familiar	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
The character can obtain a familiar. Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant. The character chooses the kind of familiar he gets. As the sorcerer advances in level, his familiar also increases in power. If the familiar dies or is dismissed by the sorcerer, the sorcerer must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per sorcerer level; success reduces the loss to one-half that amount. However, a sorcerer's experience point total can never go below 0 as the result of a familiar's demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs. A character with more than one class that grants a familiar may have only one familiar at a time.	

Feats	
Improved Initiative	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You get a +4 bonus on initiative checks.	
Simple Weapon Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You make attack rolls with simple weapons normally.	

PROFICIENCIES	
Boulder, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike	

Innate Racial Spells

Name	Save Information	Time	Duration	Range	Comp.	Source
<input type="checkbox"/> Dancing Lights <i>School:</i> Evocation [Light] <i>Effect:</i> Creates torches or other lights.	<i>SR:</i> No	1 standard action	1 minute [D]	Medium (110 ft.)	V, S	RSRD: SpellsD-E.rtf
<input type="checkbox"/> Ghost Sound <i>School:</i> Illusion (Figment) <i>Effect:</i> Figment sounds.	DC: 13, Will disbelief (if interacted with) <i>SR:</i> No	1 standard action	1 rounds [D]	Close (25 ft.)	V, S, M	RSRD: SpellsF-G.rtf
<input type="checkbox"/> Prestidigitation <i>School:</i> Universal <i>Effect:</i> Performs minor tricks.	DC: 13, See text <i>SR:</i> No	1 standard action	1 hour	10 ft.	V, S	RSRD: SpellsP-R.rtf
<input type="checkbox"/> Speak with Burrowing Mammals <i>School:</i> Divination <i>Effect:</i> You can communicate with Burrowing Mammals.	<i>SR:</i> No	1 standard action	1 minutes	Personal	V, S	RSRD: SpellsS.rtf
* =Domain/Specialty Spell						

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	5	2	—	—	—	—	—	—	—	—
PER DAY	6	5	—	—	—	—	—	—	—	—

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
Acid Splash <i>School:</i> Conjuration (Creation) [Acid] <i>Effect:</i> Orb deals 1d3 acid damage.	SR: No	1 standard action	Instantaneous	Close (30 ft.)	V, S	RSRD: SpellsA-B.rtf
Daze <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	DC: 13, Will negates SR: Yes	1 standard action	1 round	Close (30 ft.)	V, S, M	RSRD: SpellsD-E.rtf
Detect Magic <i>School:</i> Divination <i>Effect:</i> Detects spells and magic items within 60 ft.	SR: No	1 standard action	Concentration, up to 2 minutes [D]	60 ft.	V, S	RSRD: SpellsD-E.rtf
Message <i>School:</i> Transmutation [Language-Dependent] <i>Effect:</i> Whispered conversation at distance.	SR: No	1 standard action	20 minutes	Medium (120 ft.)	V, S, F	RSRD: SpellsM-O.rtf
Resistance <i>School:</i> Abjuration <i>Effect:</i> Subject gains +1 on saving throws.	DC: 13, Will negates (harmless) SR: Yes (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	RSRD: SpellsP-R.rtf

LEVEL 1

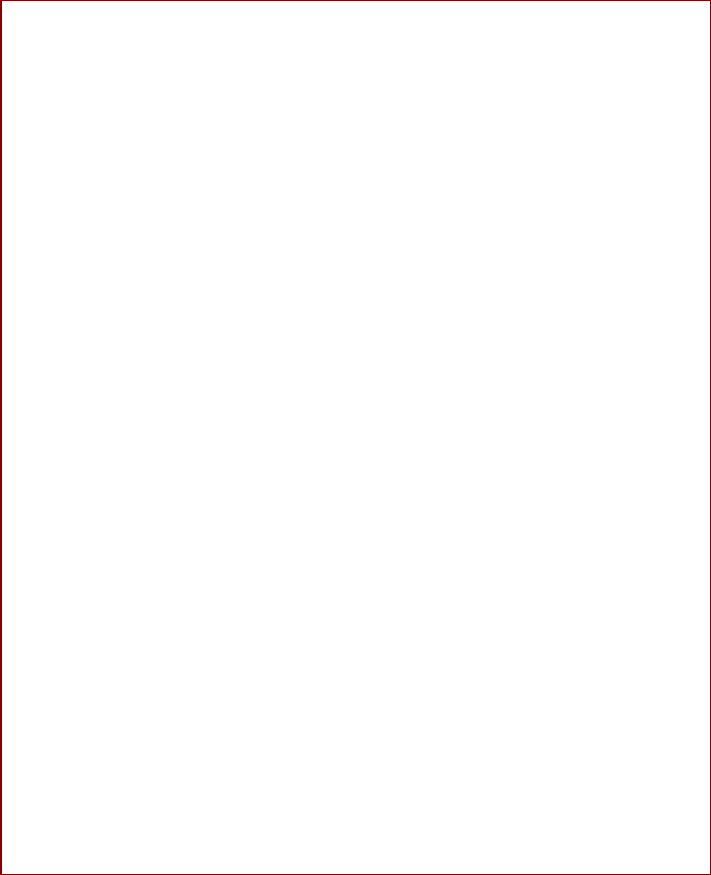
Name	Save Information	Time	Duration	Range	Comp.	Source
Magic Missile <i>School:</i> Evocation [Force] <i>Effect:</i> 1 missiles that do 1d4+1 damage each.	SR: Yes	1 standard action	Instantaneous	Medium (120 ft.)	V, S	RSRD: SpellsM-O.rtf
Sleep <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	DC: 14, Will negates SR: Yes	1 round	2 minutes	Medium (120 ft.)	V, S, M	RSRD: SpellsS.rtf

* =Domain/Speciality Spell

Innate

- ☐ Dancing Lights (DC:)
- ☐ Ghost Sound (DC:13)
- ☐ Prestidigitation (DC:13)
- ☐ Speak with Burrowing Mammals (DC:)

Smike (WLD) 1



Gnome
RACE
49
AGE
Male
GENDER
Low-light
VISION
Chaotic Neutral
ALIGNMENT
Right
DOMINANT HAND
3' 2"
HEIGHT
42 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
,
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION

Description:
Biography:

Notes:

Character Sheet Notes: